

What Is Claim d Is:

1. A video game apparatus which displays game images on a monitor screen and allows play by a plurality of players, said video game apparatus comprising:

position designating means for respectively designating desired positions on said monitor screen in accordance with instructions from a plurality of locations of said players; and

enlarged image display means for producing enlarged images corresponding to images displayed within specified regions, each of the specified regions includes each of said designated positions and for displaying said enlarged images including said designated positions in accordance with the mutual relationship of said respective positions.

2. The video game apparatus according to claim 1, wherein said position designating means includes a plurality of position indication means that can be operated by players, and position detection means for respectively detecting said instructed positions.

3. The video game apparatus according to claim 2, wherein said position indication means includes light projecting means, and said position detection means detects a position of a light reaching said monitor screen from said

light projecting means and obtain said position as coordinates on said monitor screen.

4. The video game apparatus according to claim 1, further comprising display precedence setting means for setting the display precedence for the display of said respective enlarged images, and said enlarged image display means displays said enlarge images in a display mode which suits to said set display precedence in cases where the mutual relationship of said respective positions is within a specified range.

5. The video game apparatus according to claim 4, wherein said enlarged image display means sets a size of frames in accordance with said display precedence on said monitor screen, and display said enlarged images within said frames.

6. The video game apparatus according to claim 4, further comprising movement status monitoring means for monitoring the movement histories of said positions, and said display precedence setting means respectively sets the display precedence of said enlarged images corresponding to said positions on the basis of the monitored movement status of said positions.

7. The video game apparatus according to claim 6, wherein said display precedence setting means applies weighting relating to the setting of the display precedence to the most recent movement history among said monitored movement histories.

8. The video game apparatus according to claim 4, further comprising play status evaluating means for evaluating the play status of said players, and said display precedence setting means set the display precedence of said enlarged images in accordance with said evaluated play status.

9. The video game apparatus according to claim 4, further comprising game progression status judging means for judging the progression status of said game, and said display precedence setting means set the display precedence of said enlarged images in accordance with said judged progression status.

10. The video game apparatus according to claim 4, further comprising player action detection means for detecting the actions of each player, and said display precedence setting means set the display precedence of said enlarged images in accordance with said detected actions.

11. The video game apparatus according to claim 4, wherein said enlarged image display means displays frames having a size corresponding to the mutual relationships of said respective positions, and display said enlarged images within said frames.

12. The video game apparatus according to claim 4, wherein in cases where a plurality of said enlarged images for which said display precedence differs overlap with each other, said enlarged image display means preferentially displays said enlarged images which have a high display precedence with respect to said overlapping portions.

13. The video game apparatus according to claim 4, wherein said mutual relationships include proximity relationships between positions, and in cases where the mutual relationships between said respective positions are within a first range, said enlarged image display means displays said enlarged images in frames of a size corresponding to the mutual relationships of said respective positions, while in cases where the mutual relationships between said respective positions are in a second range in which the positions are closer than in said first range, and said enlarged images overlap with each other, said enlarged image display means preferentially displays said enlarged images for which said

display precedence is high with respect to said overlapping portions.

14. The video game apparatus according to claim 1, wherein said enlarged image display means displays frames of a size corresponding to the number of said players participating in the game, and displays said enlarged images within said frames.

15. A recording medium which stores a program which is installed in a computer that is connected to a monitor and a plurality of operating input devices, and which is used to realize a game apparatus that displays game images on the screen of said monitor, and that allows play by a plurality of players via said operating input devices, wherein said plurality of operating input devices are caused to function as position designating means that respectively designate desired positions on said game images, and said computer is caused to function as position detection means that detect said positions designated by each of said operating input devices, and as enlarged image display means that produce enlarged images corresponding to enlarged images of images in specified regions including said positions detected by said position detection means, and that display said enlarged images in accordance with the mutual relationships of said respective

positions so that said designated positions within the screen of said monitor are included.

16. An image processing method which displays game images on a monitor screen, the method comprising the steps of:

receiving instructions from a plurality of locations generated by the position indication means;

respectively designating desired positions on the screen of said monitor;

producing enlarged images corresponding to images displayed within specified regions that include said positions instructed by said position indication means; and

displaying said respective enlarged images in accordance with the mutual relationships between said respective positions so that said instructed positions within said monitor screen are included.

17. The video game apparatus according to claim 1, wherein said enlarged image display means changes display modes of said enlarged images in accordance with the mutual relationship of said respective positions.